



MONROE RECREATION DEPARTMENT ADULT SAND VOLLEYBALL RULES & REGULATIONS

Revised 9/16



RULE I Playing Rules

Section 1. Games shall be governed by the Adult League By-laws and the United States Volleyball Association except as modified herein.

RULE II Contract, Eligibility, Team Make-up

Section 1. No players may be added after their 4th scheduled game. Rosters are frozen after the 4th scheduled game.

Section 2. There will be a maximum of 12 players per roster.

RULE III Game Administration

Section 1. A match consists of three sets.

Section 2. Rally scoring will be used for all three sets. The first two sets will be to 25 points with a 27 point cap, and the third set will be to 15 points with a 17 point cap unless time is still available within the one-hour time limit.

Section 3. League Standings: Teams will receive one (1) point for each set won and zero (0) points for each set lost.

Section 4. When a team starts the set with less than six (6) players, if/when the additional player(s) arrive; they must enter the court at the middle back position.

Section 5. One time out per set (30 seconds each).

Section 6. Coed Only - Serving order and position on the floor must be an alternation of male and female. (Exception: If a team is using more females than males, two or more females may serve in a row but not two males).

Section 7. Coed Only - When the ball is played more than once by a team, one of the contacts must be a female player.

Section 8. Coed Only - One back court player may also block when there is only one male player in the front line.

Section 9. Monroe Recreation will provide game balls. Teams are responsible to provide their own ball for pregame warm-ups.

- Section 10. Managers are responsible for contacting the League Director to find out the date and time of their rescheduled match. Failure of a team to show up for a rescheduled match will result in a forfeit.

RULE IV Substitutions

- Section 1. Teams may substitute players by using the Rotation System or the United States Volleyball Association rules. The manager must declare prior to the match which substitution system that their team will use. One substitution system must be used for the entire match.
- Section 2. Teams using the Rotation System must rotate players in after loss of serve for the server.

RULE V Forfeits

- Section 1. Match time is forfeit time.
- Section 2. No match shall start with less than four (4) players. (All leagues.)
- Section 3. In the coed league a team may play with three (3) females and two (2) males or two (2) females and two (2) males. A coed team may not play with three (3) males and two (2) females. (A coed team may play with more females than males, but not more males than females).

RULE VI Breaking Ties for Tournament Seeding

- Section 1.
- a. Head-to-head results.
 - b. (If more than 2 teams are tied) Total points allowed in head -to head matchups.
 - c. (If more than 2 teams are tied) Total points allowed in head-to-head all matchups.
 - d. Coin flip.